CREATE-A-GOAL

Ready to design your own game?

You can take one of the parks you've created yourself or one of the levels in the game and make your own goals and challenges. Trade your creations online with your friends or play your goals in a multiplayer online game of Goal Attack. Trickspots, sick lines, combo goals—all it takes is little time and a whole lot of creativity.

From the Main Menu, select the **Create-A-Modes** option and then **Create-A-Goal**. If you want to play someone else's goals, select **Load Goals** and load them up. When you get to the Level Select Menu, you'll see a number to the right of each level's name—the number on the far right is the number of created goals in each level. The number preceding it is the number of goals you've beaten. Select a level and you'll enter it in free skate mode. Skate up to a pedestrian to initiate a goal, or pause and select View Goals to jump to a particular goal

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You also use this mode if you want to make your own goals. To make a goal in a level, press the **Esc** key and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later you'll be able to access your other created goals for this level on this screen.

Note: For created parks, you must access this option from within the Park Editor Options Menu.

CONTROLS

Whenever you create a new goal, the first two steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal. Use the selection keys to move the pedestrian or cursor around the level. The camera keys move the camera so you can more accurately place items in the level. **Key Pad 7** and **Key Pad 9** lower or raise an item. **Key Pad 1** and **Key Pad 3** zoom in and out. Press **Enter** to place the item in the level. Next, select from the following list of goal types:

SKATE Letters – The player must collect all 5 letters in the allotted time to win. Place the goal pedestrian (person who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters S-K-A-T-E around the level at your desired locations. Players can collect SKATE letters while skating, walking or driving one of *Tony Hawk's Underground 2*'s many vehicles.

COMBO Letters – Place the goal pedestrian, player start point and the letters C-O-M-B-O around the level at your desired locations. The player will be required to collect all letters in a single combo.

High Score – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.

High Combo – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.

Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right hand side of the screen and the player must complete them before the screen fills up.

Combo Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Combo Skate Tricks are the same as Skate-Tricks, only the player must do combinations of tricks to clear each block.